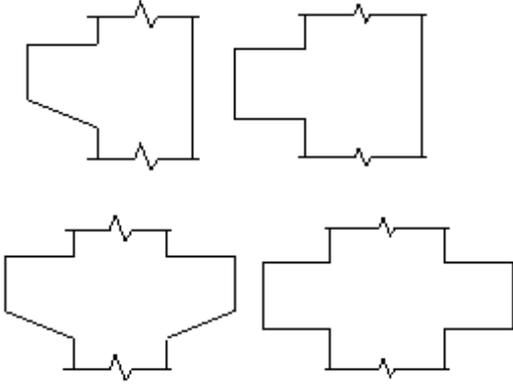


Rebar Configurations - Corbel

Modified on: Fri, 23 Oct, 2020 at 11:48 AM

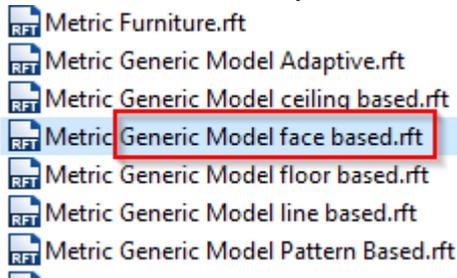
Currently, it is possible to define reinforcement for 2 corbel shapes: those with sloped bottoms and those with orthogonal bottoms. You can create your own families, or you can use and modify Families available in sample project of column reinforcement.



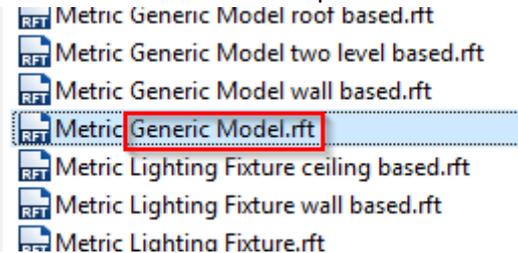
Corbel Family requirements

There are 3 possible Categories, but Families must be point-based elements Hosted on column to make it work. Corbel can not be just extrusion in Column family.

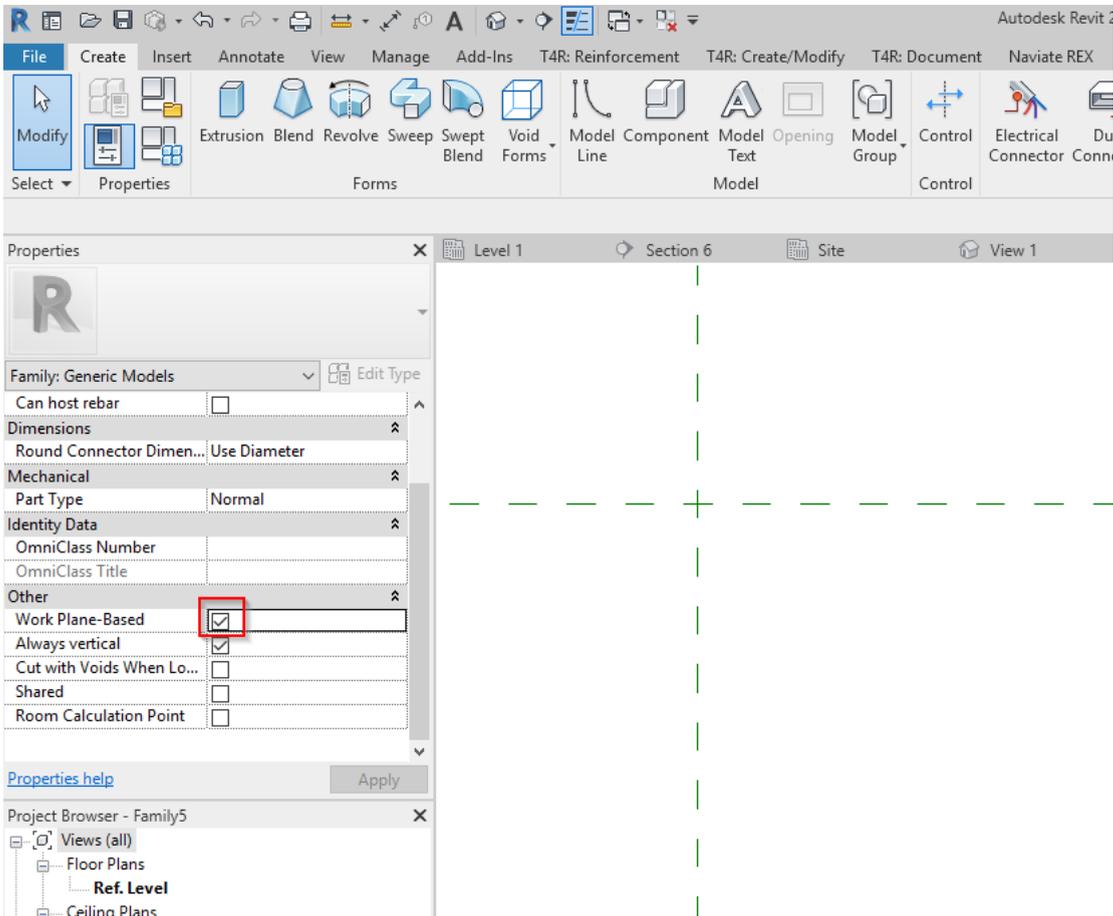
So, it means corbel Family should be created based on either the *Generic Model face based* template:



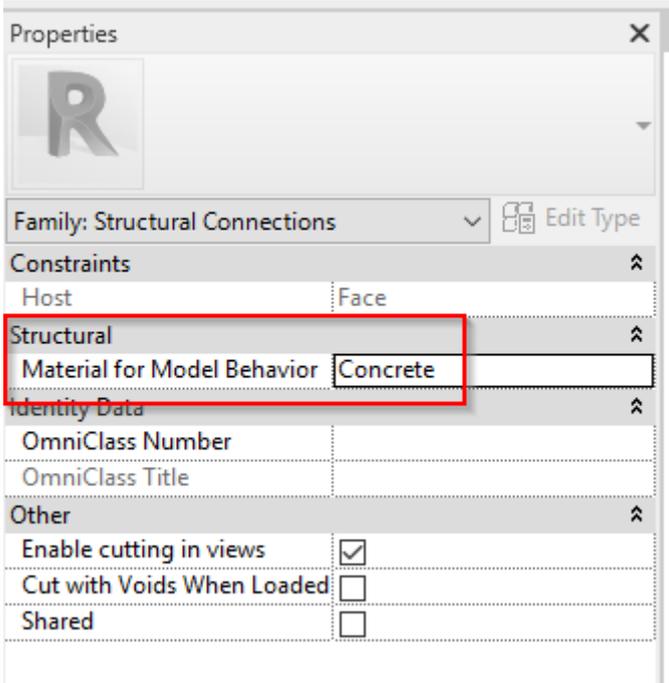
...or the *Generic Model* template:



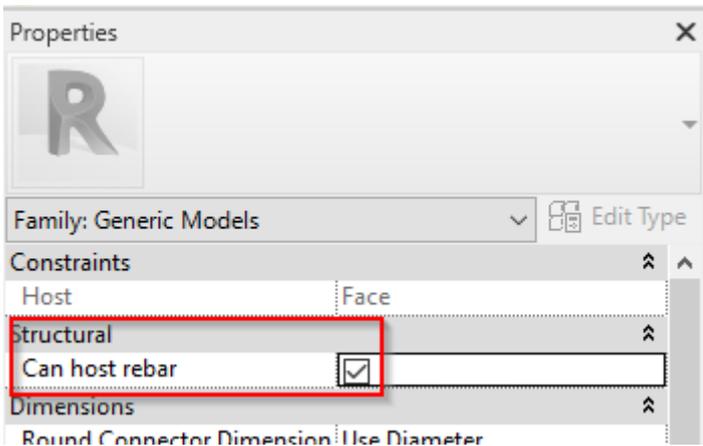
...with 'Work Plane-Based' enabled:



Also, parameter **Material for Model Behavior** has to be set to **Concrete** or **Precast Concrete**.

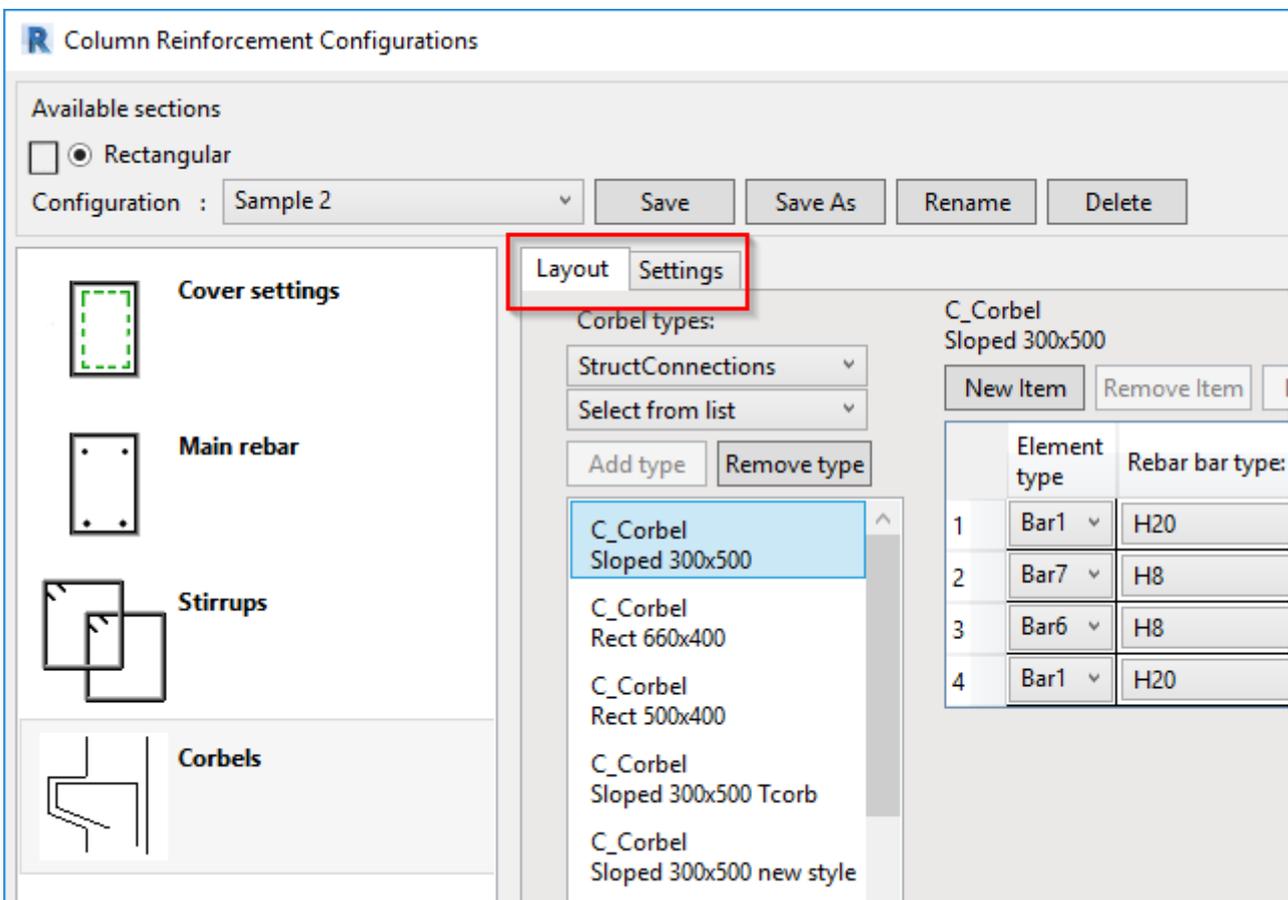


If you are using **Generic model** Category, it doesn't have **Material for Model Behavior**, but parameter **Can host rebar** must be enabled:

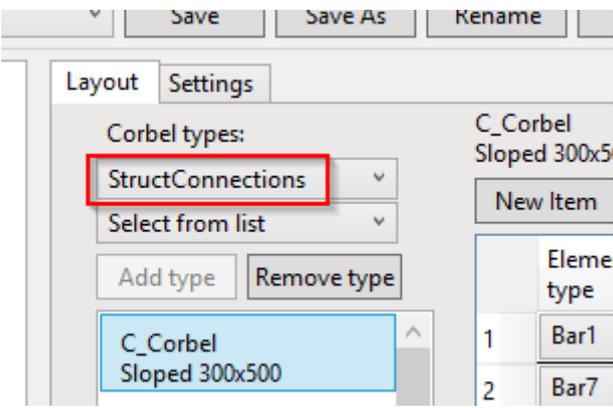


In the *Corbels rebar* window there are 2 tabs:

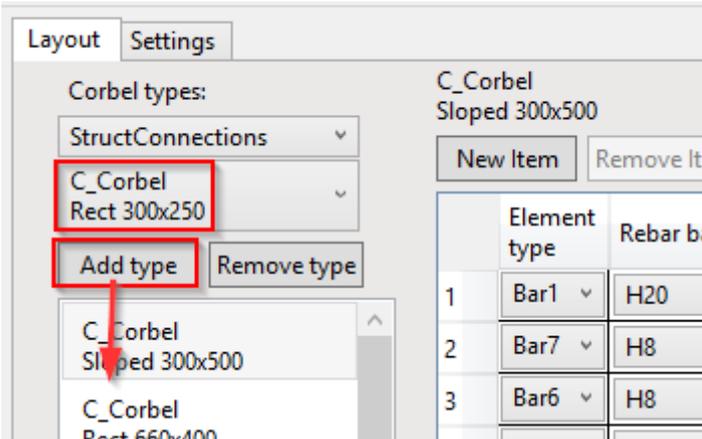
- **Layout** – define reinforcement settings here
- **Settings** – select common settings, like view in Solid, Partition, etc.



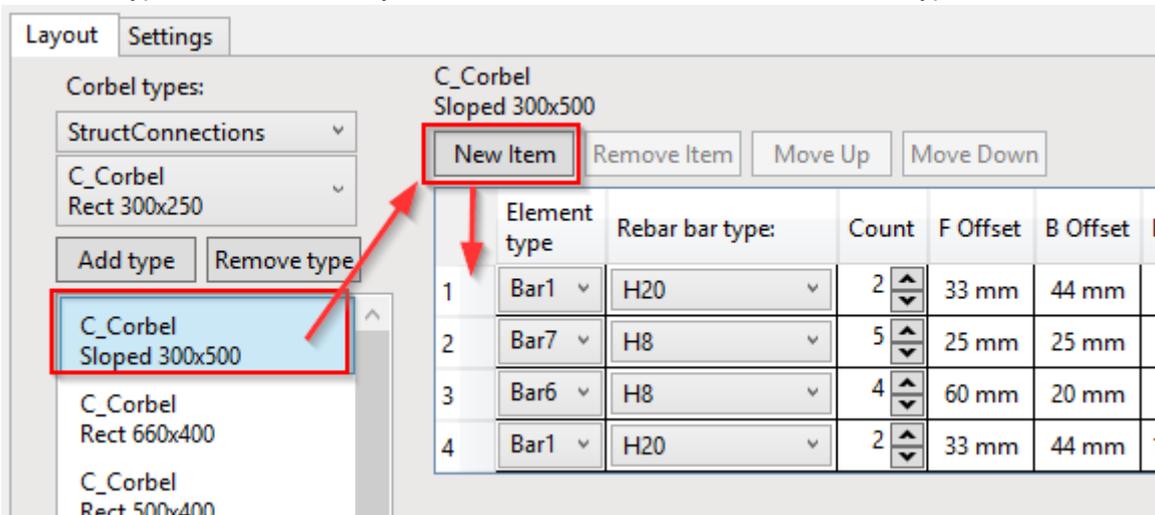
First of all in the Layout tab, select Category of your corbel Family.



Then select Family and Type of your corbel and add it to the list below:

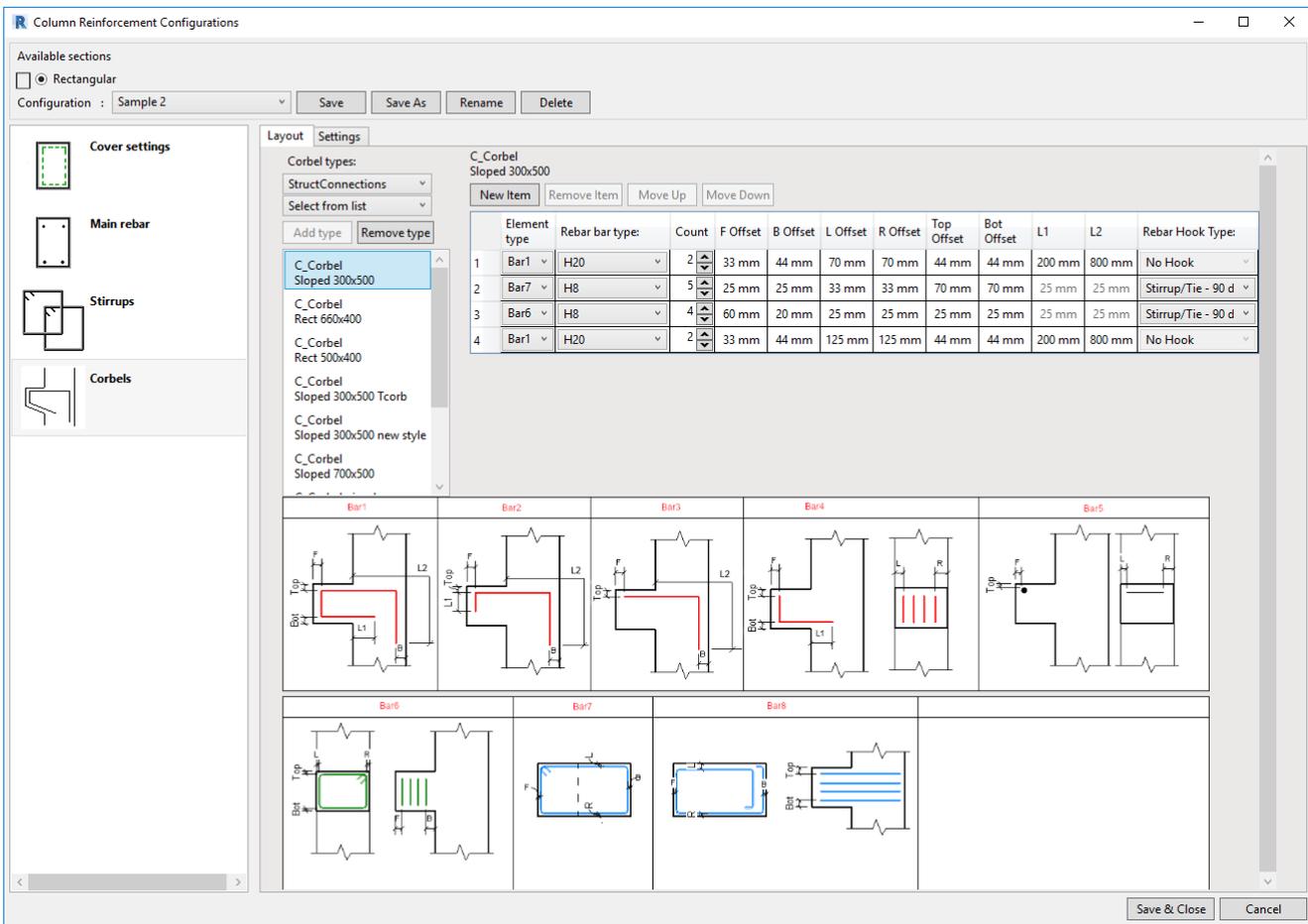


For each Type in the corbel list, you can define reinforcement. Select added Type and use New item to add rebar.



So, you can add as many New Item's you need. In each of them define rebar you want to add, based on the images below.

Recommendation - use different Types or corbel Family for different corbel shapes and different rebar layout patterns.



Bar1, Bar2, Bar3 - select rebar shape, which you want to insert for selected corbel Type.

Rebar bar type – Select rebar Type from available bar types in your project. If you don't have them, load them first of all into the current project.

Count - number of this shape of rebar that should be created

F, B ... L1, L2 - parameters to control offsets and length of the rebar, explained in the pictures of corbels

Rebar start/end hook type – hook types for rebar ends